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1 Video & image matting: Automatic photo pop-up
Derek Hoiem, Alexei A. Efros, Martial Hebert
July 2005 **ACM Transactions on Graphics (TOG)**, Volume 24 Issue 3
Publisher: ACM Press
Full text available: pdf(628.97 KB) Additional Information: full citation, abstract, references, index terms

This paper presents a fully automatic method for creating a 3D model from a single photograph. The model is made up of several texture-mapped planar billboards and has the complexity of a typical children's pop-up book illustration. Our main insight is that instead of attempting to recover precise geometry, we statistically model *geometric classes* defined by their orientations in the scene. Our algorithm labels regions of the input image into coarse categories: "ground", "sky", and "verti ...

Keywords: image segmentation, image-based rendering, machine learning, single-view reconstruction

2 Fast detection of communication patterns in distributed executions
Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**
Publisher: IBM Press
Full text available: pdf(4.21 MB) Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

3 Interacting with images: "GrabCut": interactive foreground extraction using iterated graph cuts
Carsten Rother, Vladimir Kolmogorov, Andrew Blake
August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3
Publisher: ACM Press
Full text available: pdf(472.77 KB) mov(20:20 MIN) Additional Information: full citation, abstract, references, index terms

The problem of efficient, interactive foreground/background segmentation in still images is of great practical importance in image editing. Classical image segmentation tools use

either texture (colour) information, e.g. Magic Wand, or edge (contrast) information, e.g. Intelligent Scissors. Recently, an approach based on optimization by graph-cut has been developed which successfully combines both types of information. In this paper we extend the graph-cut approach in three respects. First, we h ...

Keywords: Alpha Matting, Foreground extraction, Graph Cuts, Image Editing, Interactive Image Segmentation

4 Fast texture synthesis using tree-structured vector quantization

Li-Yi Wei, Marc Levoy

July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available: pdf(4.61 MB) Additional Information: full citation, abstract, references, citings, index terms

Texture synthesis is important for many applications in computer graphics, vision, and image processing. However, it remains difficult to design an algorithm that is both efficient and capable of generating high quality results. In this paper, we present an efficient algorithm for realistic texture synthesis. The algorithm is easy to use and requires only a sample texture as input. It generates textures with perceived quality equal to or better than those produced by previous techniques, bu ...

Keywords: compression algorithms, image processing, texture synthesis

5 An efficient boosting algorithm for combining preferences

Yoav Freund, Raj Iyer, Robert E. Schapire, Yoram Singer

December 2003 **The Journal of Machine Learning Research**, Volume 4

Publisher: MIT Press

Full text available: pdf(392.20 KB) Additional Information: full citation, abstract, index terms

We study the problem of learning to accurately rank a set of objects by combining a given collection of ranking or preference functions. This problem of combining preferences arises in several applications, such as that of combining the results of different search engines, or the "collaborative-filtering" problem of ranking movies for a user based on the movie rankings provided by other users. In this work, we begin by presenting a formal framework for this general problem. We then describe and ...

6 Enhanced hypertext categorization using hyperlinks

Soumen Chakrabarti, Byron Dom, Piotr Indyk

June 1998 **ACM SIGMOD Record , Proceedings of the 1998 ACM SIGMOD international conference on Management of data SIGMOD '98**, Volume 27 Issue 2

Publisher: ACM Press

Full text available: pdf(1.91 MB) Additional Information: full citation, abstract, references, citings, index terms

A major challenge in indexing unstructured hypertext databases is to automatically extract meta-data that enables structured search using topic taxonomies, circumvents keyword ambiguity, and improves the quality of search and profile-based routing and filtering. Therefore, an accurate classifier is an essential component of a hypertext database. Hyperlinks pose new problems not addressed in the extensive text classification literature. Links clearly contain high-quality semantic clues that ...

7 An architecture for automatic gesture analysis

E. Ardizzone, A. Chella, R. Pirrone

May 2000 **Proceedings of the working conference on Advanced visual interfaces**

Publisher: ACM Press

Full text available: pdf(685.81 KB) Additional Information: full citation, abstract, references, index terms

The field of human-computer interaction has been widely investigated in the last years, resulting in a variety of systems used in different application fields like virtual reality simulation environments, software user interfaces, and digital library systems. A very crucial part of all these systems is the input module which is devoted to recognize the human operator in terms of tracking and/or recognition of human face, arms position, hand gestures, and so on. In this ...

8 Poster papers: What's the code?: automatic classification of source code archives

Secil Ugurel, Robert Krovetz, C. Lee Giles

July 2002 **Proceedings of the eighth ACM SIGKDD international conference on Knowledge discovery and data mining**

Publisher: ACM Press

Full text available: pdf(759.11 KB) Additional Information: full citation, abstract, references, index terms

There are various source code archives on the World Wide Web. These archives are usually organized by application categories and programming languages. However, manually organizing source code repositories is not a trivial task since they grow rapidly and are very large (on the order of terabytes). We demonstrate machine learning methods for automatic classification of archived source code into eleven application topics and ten programming languages. For topical classification, we concentrate on ...

9 Mining the network value of customers

Pedro Domingos, Matt Richardson

August 2001 **Proceedings of the seventh ACM SIGKDD international conference on Knowledge discovery and data mining**

Publisher: ACM Press

Full text available: pdf(999.05 KB) Additional Information: full citation, abstract, references, citings, index terms

One of the major applications of data mining is in helping companies determine which potential customers to market to. If the expected profit from a customer is greater than the cost of marketing to her, the marketing action for that customer is executed. So far, work in this area has considered only the intrinsic value of the customer (i.e, the expected profit from sales to her). We propose to model also the customer's *network value:* the expected profit from sales to other customers she ...

Keywords: Markov random fields, collaborative filtering, dependency networks, direct marketing, social networks, viral marketing

10 Content 4: image analysis and retrieval: Coevolutionary feature synthesized EM algorithm for image retrieval

Rui Li, Bir Bhanu, Anlei Dong

November 2005 **Proceedings of the 13th annual ACM international conference on Multimedia MULTIMEDIA '05**

Publisher: ACM Press

Full text available: pdf(709.14 KB) Additional Information: full citation, abstract, references, index terms

As a commonly used unsupervised learning algorithm in *Content-Based Image Retrieval* (CBIR), *Expectation-Maximization* (EM) algorithm has several limitations, especially in high dimensional feature spaces where the data are limited and the computational cost varies exponentially with the number of feature dimensions. Moreover, the convergence is guaranteed only at a local maximum. In this paper, we propose a unified framework of a novel learning approach, namely *Coevolutionary Fea ...*

Keywords: *coevolutionary feature synthesis, content-based image retrieval, expectation maximization algorithm, genetic programming, semi-supervised learning*

11 "Is this document relevant?...probably": a survey of probabilistic models in information retrieval

Fabio Crestani, Mounia Lalmas, Cornelis J. Van Rijsbergen, Iain Campbell
December 1998 **ACM Computing Surveys (CSUR)**, Volume 30 Issue 4
Publisher: ACM Press

Full text available: pdf(265.85 KB) Additional Information: full citation, abstract, references, citings, index terms, review

This article surveys probablistic approaches to modeling information retrieval. The basic concepts of probabilistic approaches to information retrieval are outlined and the principles and assumptions upon which the approaches are based are presented. The various models proposed in the development of IR are described, classified, and compared using a common formalism. New approaches that constitute the basis of future research are described.

Keywords: information retrieval, probabilistic indexing, probabilistic modeling, probabilistic retrieval, uncertain inference modeling

12 Image Retrieval: Support vector machine active learning for image retrieval
Simon Tong, Edward Chang
October 2001 **Proceedings of the ninth ACM international conference on Multimedia**
Publisher: ACM Press

Full text available: pdf(1.57 MB) Additional Information: full citation, abstract, references, citings, index terms

Relevance feedback is often a critical component when designing image databases. With these databases it is difficult to specify queries directly and explicitly. Relevance feedback interactively determinines a user's desired output or *query concept* by asking the user whether certain proposed images are relevant or not. For a relevance feedback algorithm to be effective, it must grasp a user's query concept accurately and quickly, while also only asking the user to label a small number of ...

Keywords: active learning, image retrieval, query concept, relevance feedback, support vector machines

13 Fragment-based image completion
Iddo Drori, Daniel Cohen-Or, Hezy Yeshurun
July 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3
Publisher: ACM Press

Full text available: pdf(8.99 MB) Additional Information: full citation, abstract, references, citings, index terms

We present a new method for completing missing parts caused by the removal of foreground or background elements from an image. Our goal is to synthesize a complete, visually plausible and coherent image. The visible parts of the image serve as a training set to infer the unknown parts. Our method iteratively approximates the unknown regions and composites adaptive image fragments into the image. Values of an inverse matte are used to compute a confidence map and a level set that direct an increm ...

Keywords: compositing, digital matting, example-based synthesis, image completion

14 Technical session 13: managing images: Locality preserving clustering for image database
Xin Zheng, Deng Cai, Xiaofei He, Wei-Ying Ma, Xueyin Lin
October 2004 **Proceedings of the 12th annual ACM international conference on Multimedia**
Publisher: ACM Press
Full text available: pdf(1.59 MB) Additional Information: full citation, abstract, references, index terms

It is important and challenging to make the growing image repositories easy to search and

browse. Image clustering is a technique that helps in several ways, including image data preprocessing, user interface designing, and search result representation. Spectral clustering method has been one of the most promising clustering methods in the last few years, because it can cluster data with complex structure, and the (near) global optimum is guaranteed. However, existing spectral clustering algo ...

Keywords: image clustering, locality preserving clustering, locality preserving projections, spectral clustering

15 Learning to match ontologies on the Semantic Web

AnHai Doan, Jayant Madhavan, Robin Dhamankar, Pedro Domingos, Alon Halevy

November 2003 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 12 Issue 4

Publisher: Springer-Verlag New York, Inc.

Full text available: pdf(263.63 KB) Additional Information: full citation, abstract, index terms

On the Semantic Web, data will inevitably come from many different ontologies, and information processing across ontologies is not possible without knowing the semantic mappings between them. Manually finding such mappings is tedious, error-prone, and clearly not possible on the Web scale. Hence the development of tools to assist in the ontology mapping process is crucial to the success of the Semantic Web. We describe *GLUE*, a system that employs machine learning techniques to find such m ...

Keywords: Machine learning, Ontology matching, Relaxation labeling, Semantic Web

16 Predicting human interruptibility with sensors

James Fogarty, Scott E. Hudson, Christopher G. Atkeson, Daniel Avrahami, Jodi Forlizzi, Sara Kiesler, Johnny C. Lee, Jie Yang

March 2005 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 12 Issue 1

Publisher: ACM Press

Full text available: pdf(2.60 MB) Additional Information: full citation, abstract, references, citings, index terms

A person seeking another person's attention is normally able to quickly assess how interruptible the other person currently is. Such assessments allow behavior that we consider natural, socially appropriate, or simply polite. This is in sharp contrast to current computer and communication systems, which are largely unaware of the social situations surrounding their usage and the impact that their actions have on these situations. If systems could model human interruptibility, they could use this ...

Keywords: Situationally appropriate interaction, context-aware computing, machine learning, managing human attention, sensor-based interfaces

17 Improving SVM accuracy by training on auxiliary data sources

Pengcheng Wu, Thomas G. Dietterich

July 2004 **Proceedings of the twenty-first international conference on Machine learning ICML '04**

Publisher: ACM Press

Full text available: pdf(263.65 KB) Additional Information: full citation, abstract, references

The standard model of supervised learning assumes that training and test data are drawn from the same underlying distribution. This paper explores an application in which a second, auxiliary, source of data is available drawn from a different distribution. This auxiliary data is more plentiful, but of significantly lower quality, than the training and test data. In the SVM framework, a training example has two roles: (a) as a data point to constrain the learning process and (b) as a candidate su ...

18 Special issue on Machine learning methods for text and images: Matching words and pictures

Kobus Barnard, Pinar Duygulu, David Forsyth, Nando de Freitas, David M. Blei, Michael I. Jordan

March 2003 **The Journal of Machine Learning Research**, Volume 3

Publisher: MIT Press

Full text available: pdf(789.04 KB) Additional Information: full citation, abstract, citings, index terms

We present a new approach for modeling multi-modal data sets, focusing on the specific case of segmented images with associated text. Learning the joint distribution of image regions and words has many applications. We consider in detail predicting words associated with whole images (auto-annotation) and corresponding to particular image regions (region naming). Auto-annotation might help organize and access large collections of images. Region naming is a model of object recognition as a process ...

19 Technical session 1: content-based image retrieval: A novel log-based relevance feedback technique in content-based image retrieval

Chu-Hong Hoi, Michael R. Lyu

October 2004 **Proceedings of the 12th annual ACM international conference on Multimedia**

Publisher: ACM Press

Full text available: pdf(228.62 KB) Additional Information: full citation, abstract, references, index terms

Relevance feedback has been proposed as an important technique to boost the retrieval performance in content-based image retrieval (CBIR). However, since there exists a semantic gap between low-level features and high-level semantic concepts in CBIR, typical relevance feedback techniques need to perform a lot of rounds of feedback for achieving satisfactory results. These procedures are time-consuming and may make the users bored in the retrieval tasks. For a long-term study purpose in CBIR, ...

Keywords: content-based image retrieval, relevance feedback, support vector machines, users logs

20 Research track paper: A Bayesian network classifier with inverse tree structure for voxelwise magnetic resonance image analysis

Rong Chen, Edward H. Herskovits

August 2005 **Proceeding of the eleventh ACM SIGKDD international conference on Knowledge discovery in data mining KDD '05**

Publisher: ACM Press

Full text available: pdf(284.43 KB) Additional Information: full citation, abstract, references, index terms

We propose a *B*ayesian-*n*etwork *c*lassifier with *i*nverse-*t*ree structure (BNCIT) for joint classification and variable selection. The problem domain of voxelwise magnetic-resonance image analysis often involves millions of variables but only dozens of samples. Judicious variable selection may render classification tractable, avoid over-fitting, and improve classifier performance. BNCIT embeds the variable-selection process within the classifier-training process, wh ...

Keywords: Bayesian network, Markov blanket, classifier, magnetic resonance image

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21 Technical session 6: learning in multi-modal data: Multimodal concept-dependent active learning for image retrieval

King-Shy Goh, Edward Y. Chang, Wei-Cheng Lai
October 2004 **Proceedings of the 12th annual ACM international conference on Multimedia**
Publisher: ACM Press
Full text available: pdf(1.20 MB) Additional Information: full citation, abstract, references, index terms

It has been established that active learning is effective for learning complex, subjective query concepts for image retrieval. However, active learning has been applied in a concept independent way, (i.e., the kernel-parameters and the sampling strategy are identically chosen) for learning query concepts of differing complexity. In this work, we first characterize a concept's complexity using three measures: hit-rate, isolation and diversity ...

Keywords: active learning, image retrieval, relevance feedback, support vector machines

22 Terrain database interoperability issues in training with distributed interactive simulation

Guy A. Schiavone, S. Sureshchandran, Kenneth C. Hardis
July 1997 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 7 Issue 3
Publisher: ACM Press
Full text available: pdf(443.34 KB) Additional Information: full citation, abstract, references, citings, index terms, review

In Distributed Interactive Simulation (DIS), each participating node is responsible for maintaining its own model of the synthetic environment. Problems may arise if significant inconsistencies are allowed to exist between these separate world views, resulting in unrealistic simulation results or negative training, and a corresponding degradation of interoperability in a DIS simulation exercise. In the DIS community, this is known as the simulator terrain database (TDB) correlation problem. ...

Keywords: distributed interactive simulation, terrain databases

23 High dynamic range imaging

Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press
Full text available: pdf(20.22 MB) Additional Information: full citation, abstract

Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent advances in high-dynamic-range imaging, from capture to display, that remove this restriction, thereby enabling images to represent the color gamut and dynamic range of the original scene rather than the limited subspace imposed by current monitor ...

24 Content-based image retrieval for multimedia databases: Image database retrieval utilizing affinity relationships

Mei-Ling Shyu, Shu-Ching Chen, Min Chen, Chengcui Zhang, Kanoksri Sarinnapakorn
November 2003 **Proceedings of the 1st ACM international workshop on Multimedia databases**
Publisher: ACM Press
Full text available: pdf(554.57 KB) Additional Information: full citation, abstract, references, citings, index terms

Recent research effort in Content-Based Image Retrieval (CBIR) focuses on bridging the gap between low-level features and high-level semantic contents of images as this gap has become the bottleneck of CBIR. In this paper, an effective image database retrieval framework using a new mechanism called the Markov Model Mediator (MMM) is presented to meet this demand by taking into consideration not only the low-level image features, but also the high-level concepts learned from the history of user's ...

25 Introduction to Bayesian learning

Aaron Hertzmann
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: pdf(899.54 KB) Additional Information: full citation, abstract

Sophisticated computer graphics applications require complex models of appearance, motion, natural phenomena, and even artistic style. Such models are often difficult or impossible to design by hand. Recent research demonstrates that, instead, we can "learn" a dynamical and/or appearance model from captured data, and then synthesize realistic new data from the model. For example, we can capture the motions of a human actor and then generate new motions as they might be performed by that actor. B ...

26 Student best paper contest: Confidence-based dynamic ensemble for image annotation and semantics discovery

Beitao Li, Kingshy Goh
November 2003 **Proceedings of the eleventh ACM international conference on Multimedia**
Publisher: ACM Press
Full text available: pdf(275.37 KB) Additional Information: full citation, abstract, references, citings, index terms

Providing accurate and scalable solutions to map low-level perceptual features to high-level semantics is critical for multimedia information organization and retrieval. In this paper, we propose a confidence-based dynamic ensemble (CDE) to overcome the shortcomings of the traditional *static* classifiers. In contrast to the traditional models, CDE can make dynamic adjustments to accommodate new semantics, to assist the discovery of useful low-level features, and to improve class-prediction ...

27 Poster papers: B-EM: a classifier incorporating bootstrap with EM approach for data mining

Xintao Wu, Jianping Fan, Kalpathi R. Subramanian
July 2002 **Proceedings of the eighth ACM SIGKDD international conference on Knowledge discovery and data mining**

Publisher: ACM Press
Full text available: pdf(581.63 KB) Additional Information: full citation, abstract, references, index terms

This paper investigates the problem of augmenting labeled data with unlabeled data to improve classification accuracy. This is significant for many applications such as image classification where obtaining classification labels is expensive, while large unlabeled examples are easily available. We investigate an Expectation Maximization (EM) algorithm for learning from labeled and unlabeled data. The reason why unlabeled data boosts learning accuracy is because it provides the information about t ...

Keywords: bootstrap method, classification, expectation maximization, supervised and unsupervised learning

28 Content-based retrieval: Knowing a tree from the forest: art image retrieval using a society of profiles

Kai Yu, Wei-Ying Ma, Volker Tresp, Zhao Xu, Xiaofei He, HongJiang Zhang, Hans-Peter Kriegel
November 2003 **Proceedings of the eleventh ACM international conference on Multimedia**
Publisher: ACM Press
Full text available: pdf(913.29 KB) Additional Information: full citation, abstract, references, index terms

This paper aims to address the problem of art image retrieval (AIR), which aims to help users find their favorite painting images. AIR is of great interests to us because of its application potentials and interesting research challenges---the retrieval is not only based on painting contents or styles, but also heavily based on user *preference profiles*. This paper describes the collaborative ensemble learning, a novel statistical learning approach to this task. It at first applies probabil ...

Keywords: art image retrieval, collaborative ensemble learning

29 Learning image similarities and categories from content analysis and relevance feedback

Zijun Yang, C. -C. Jay Kuo
November 2000 **Proceedings of the 2000 ACM workshops on Multimedia**
Publisher: ACM Press
Full text available: pdf(453.23 KB) Additional Information: full citation, abstract, references, index terms

In this work, a scheme that learns image similarities and categories from relevance feedback is presented. First, we choose the most suitable features to describe images by content analysis and categorize each image by predicting its semantic meanings. During the retrieval process, users are allowed to confirm semantic classification of the query example and evaluate retrieval results with relevance feedback. By analyzing the feedback information, the system learns both image similarities and ...

Keywords: image retrieval, interactive learning, relevance feedback

30 Applications 3: tools for multimedia analysis and retrieval: Putting active learning into multimedia applications: dynamic definition and refinement of concept classifiers

Ming-yu Chen, Michael Christel, Alexander Hauptmann, Howard Wactlar
November 2005 **Proceedings of the 13th annual ACM international conference on Multimedia MULTIMEDIA '05**
Publisher: ACM Press
Full text available: pdf(3.70 MB) Additional Information: full citation, abstract, references, index terms

The authors developed an extensible system for video exploitation that puts the user in control to better accommodate novel situations and source material. Visually dense displays of thumbnail imagery in storyboard views are used for shot-based video

exploration and retrieval. The user can identify a need for a class of audiovisual detection, adeptly and fluently supply training material for that class, and iteratively evaluate and improve the resulting automatic classification produced via mult ...

Keywords: active learning, extensible concept classification, video retrieval

31 Content-based retrieval: A practical SVM-based algorithm for ordinal regression in image retrieval

Hong Wu, Hanqing Lu, Songde Ma

November 2003 **Proceedings of the eleventh ACM international conference on Multimedia**

Publisher: ACM Press

Full text available: pdf(265.78 KB) Additional Information: full citation, abstract, references, citings, index terms

Most current learning algorithms for image retrieval are based on dichotomy relevance judgement (relevant and non-relevant), though this measurement of relevance is too coarse. To better identify the user needs and preference, a good retrieval system should be able to handle multilevel relevance judgement. In this paper, we focus on relevance feedback with multilevel relevance judgment, where the relevance feedback is considered as an ordinal regression problem. Herbrich has proposed a support v ...

Keywords: cascade linear model, ordinal regression, relevance feedback, support vector machine

32 Learning classifier systems and other genetics-based machine learning: XCS for robust automatic target recognition

B. Ravichandran, Avinash Gandhe, R. E. Smith

June 2005 **Proceedings of the 2005 conference on Genetic and evolutionary computation GECCO '05**

Publisher: ACM Press

Full text available: pdf(322.08 KB) Additional Information: full citation, abstract, references, index terms

A primary strength of the XCS approach is its ability to create maximally accurate general rules. In automatic target recognition (ATR) there is a need for robust performance beyond so-called *standard operating conditions* (SOCs, those conditions for which training data is available) to *extended operating conditions* (EOCs, conditions of known targets that cannot be foreseen and trained for). EOCs include things like vehicle-specific variations, environmental effects (mud, etc.), una ...

Keywords: automatic target recognition, extended operating conditions, structural learning, generalization

33 Oral session 2: web searching and applications: Probabilistic web image gathering

Keiji Yanai, Kobus Barnard

November 2005 **Proceedings of the 7th ACM SIGMM international workshop on Multimedia information retrieval MIR '05**

Publisher: ACM Press

Full text available: pdf(922.85 KB) Additional Information: full citation, abstract, references, index terms

We propose a new method for automated large scale gathering of Web images relevant to specified concepts. Our main goal is to build a knowledge base associated with as many concepts as possible for large scale object recognition studies. A second goal is supporting the building of more accurate text-based indexes for Web images. In our method, good quality candidate sets of images for each keyword are gathered as a function of analysis of the surrounding HTML text. The gathered images are then s ...

Keywords: image selection, probabilistic method, web image mining, web image search

34 Session 6: student best paper contest: PicToon: a personalized image-based cartoon system

Hong Chen, Nan-Ning Zheng, Lin Liang, Yan Li, Ying-Qing Xu, Heung-Yeung Shum
December 2002 **Proceedings of the tenth ACM international conference on Multimedia**
Publisher: ACM Press
Full text available: pdf(774.52 KB) Additional Information: full citation, abstract, references, index terms

In this paper, we present **PicToon**, a cartoon system which can generate a personalized car**toon** face from an input **Pic**ture. PicToon is easy to use and requires little user interaction. Our system consists of three major components: an image-based Cartoon Generator, an interactive Cartoon Editor for exaggeration, and a speech-driven Cartoon Animator. First, to capture an artistic style, the cartoon generation is decoupled into two processes: sketch generation and stroke renderi ...

Keywords: applications, example-based learning, lip-syncing, multi-modal interaction and integration, non-parametric sampling, user interfaces

35 Oral session 2: web searching and applications: Multi-graph enabled active learning for multimodal web image retrieval

Xin-Jing Wang, Wei-Ying Ma, Lei Zhang, Xing Li
November 2005 **Proceedings of the 7th ACM SIGMM international workshop on Multimedia information retrieval MIR '05**
Publisher: ACM Press
Full text available: pdf(371.23 KB) Additional Information: full citation, abstract, references, index terms

In this paper, we propose a multimodal Web image retrieval technique based on multi-graph enabled active learning. The main goal is to leverage the heterogeneous data on the Web to improve retrieval precision. Three graphs are constructed on images' content features, textual annotations and hyperlinks respectively, namely Content-Graph, Text-Graph and Link-Graph, which provide complimentary information on the images. By analyzing the three graphs, a training dataset is automatically created and ...

Keywords: active learning, graph learning, mjultimodal image retrieval

36 Image and video digital libraries: Semantic video classification and feature subset selection under context and concept uncertainty

Jianping Fan, Hangzai Luo, Jing Xiao, Lide Wu
June 2004 **Proceedings of the 4th ACM/IEEE-CS joint conference on Digital libraries**
Publisher: ACM Press
Full text available: pdf(258.04 KB) Additional Information: full citation, abstract, references, index terms

As large collections of videos become one key component of digital libraries, there is an urgent need of semantic video classification and feature subset selection to enable more effective video database organization and retrieval. However, most existing techniques for classifier training require a large number of labeled samples to learn correctly and suffer from the problems of context and concept uncertainty when only a limited number of labeled samples are available. To address the problems ...

Keywords: adaptive EM algorithm, context and concept uncertainty, semantic video classification, unlabeled samples

37 Wrapper-based computation and evaluation of sampling methods for imbalanced datasets

Nitesh V. Chawla, Lawrence O. Hall, Ajay Joshi
August 2005 **Proceedings of the 1st international workshop on Utility-based data**

mining UBDM '05

Publisher: ACM Press

Full text available: pdf(183.36 KB) Additional Information: full citation, abstract, references, index terms

Learning from imbalanced datasets presents an interesting problem both from modeling and economy standpoints. When the imbalance is large, classification accuracy on the smaller class(es) tends to be lower. In particular, when a class is of great interest but occurs relatively rarely such as cases of fraud, instances of disease, and regions of interest in largescale simulations, it is important to accurately identify it. It then becomes more costly to misclassify the interesting class. In this p ...

Keywords: SMOTE, cost-sensitive learning and evaluation, imbalanced datasets, under-sampling, wrapper

38 Full Technical Papers: Interactive machine learning

Jerry Alan Fails, Dan R. Olsen

January 2003 **Proceedings of the 8th international conference on Intelligent user interfaces**

Publisher: ACM Press

Full text available: pdf(387.95 KB) Additional Information: full citation, abstract, references, index terms

Perceptual user interfaces (PUIs) are an important part of ubiquitous computing. Creating such interfaces is difficult because of the image and signal processing knowledge required for creating classifiers. We propose an interactive machine-learning (IML) model that allows users to train, classify/view and correct the classifications. The concept and implementation details of IML are discussed and contrasted with classical machine learning models. Evaluations of two algorithms are also presented ...

Keywords: classification, image processing, interaction, machine learning, perceptive user interfaces

39 A general-purpose compression scheme for large collections

July 2002 **ACM Transactions on Information Systems (TOIS)**, Volume 20 Issue 3

Publisher: ACM Press

Full text available: pdf(260.29 KB) Additional Information: full citation, abstract, references, index terms, review

Compression of large collections can lead to improvements in retrieval times by offsetting the CPU decompression costs with the cost of seeking and retrieving data from disk. We propose a semistatic phrase-based approach called xray that builds a model offline using sample training data extracted from a collection, and then compresses the entire collection online in a single pass. The particular benefits of xray are that it can be used in applications where individual records or documents must b ...

Keywords: phrase-based compression, random access, sampling

40 Poster 3: content track: A novel framework for SVM-based image retrieval on large databases

Lei Wang, Xuchun Li, Ping Xue, Kap Luk Chan

November 2005 **Proceedings of the 13th annual ACM international conference on Multimedia MULTIMEDIA '05**

Publisher: ACM Press

Full text available: pdf(144.24 KB) Additional Information: full citation, abstract, references, index terms

In this paper, a novel framework is proposed to deliver a fast, robust, and generally applicable SVM-based image retrieval for *large* databases. A quick test scheme is developed, and on-line kernel learning is employed to realize it after analyzing the relationship between them. Then an upper bound on maximum test scope is derived to

speed up testing further. Also, the general applicability is well maintained because this framework does not need a kernel function and index structure to be ...

Keywords: content-based image retrieval, large databases, relevance feedback, support vector machines

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41 Special session 2: multimedia information retrieval: challenges and real-world applications: Evaluation strategies for image understanding and retrieval
Keiji Yanai, Nikhil V. Shirahatti, Prasad Gabbur, Kobus Barnard
November 2005 **Proceedings of the 7th ACM SIGMM international workshop on Multimedia information retrieval MIR '05**
Publisher: ACM Press
Full text available: pdf(439.44 KB) Additional Information: full citation, abstract, references, index terms

We address evaluation of image understanding and retrieval large scale image data in the context of three evaluation projects. The first project is a comprehensive strategy for evaluating image retrieval algorithms and provides an open reference data set for doing so. The second project develops word prediction as a semantically relevant evaluation strategy, and applies it to the evaluation of of image processing methods for semantic image analysis. The third project evaluates words for suitabil ...

Keywords: evaluation, image recognition, image retrieval

42 Image analogies
Aaron Hertzmann, Charles E. Jacobs, Nuria Oliver, Brian Curless, David H. Salesin
August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**
Publisher: ACM Press
Full text available: pdf(8.39 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper describes a new framework for processing images by example, called "image analogies." The framework involves two stages: a *design phase*, in which a pair of images, with one image purported to be a "filtered" version of the other, is presented as "training data"; and an *application phase*, in which the learned filter is applied to some new target image in order to create an "analogous" filtered result. Image analogies are ...

Keywords: Markov random fields, autoregression, example-based rendering, non-photorealistic rendering, texture synthesis, texture transfer, texture-by-numbers

43 MSAEC contributions: Text-independent open-set speaker identification for military missions using genetic rule-based system
Jae C. Oh, Misty Blowers
June 2005 **Proceedings of the 2005 workshops on Genetic and evolutionary computation GECCO '05**

Publisher: ACM Press
Full text available: pdf(112.22 KB) Additional Information: full citation, abstract, references, index terms

We present a genetic classifier system approach to the text-independent open-set speaker identification problem. Classifier systems are widely used in symbolic problem for dynamically changing open-ended learning. Signal processing problems require processing of real-valued parameters that classifier systems are not designed for. On the other hand, the approaches based on common cepstral encoding with clustering algorithms handle the closed-set speaker identification quite well. This research so ...

Keywords: genetic classifier systems, open-set text-independent speaker identification

44 Using keyphrases as search result surrogates on small screen devices
Steve Jones, Matt Jones, Shaleen Deo_andA2
February 2004 **Personal and Ubiquitous Computing**, Volume 8 Issue 1
Publisher: Springer-Verlag
Full text available: pdf(675.87 KB) Additional Information: full citation, abstract, index terms

This paper investigates user interpretation of search result displays on small screen devices. Such devices present interesting design challenges given their limited display capabilities, particularly in relation to screen size. Our aim is to provide users with succinct yet useful representations of search results that allow rapid and accurate decisions to be made about the utility of result documents, yet minimize user actions (such as scrolling), the use of device resources, and the volume of ...

Keywords: Keyphrase extraction, Searching, Small screen devices, Usability evaluation

45 Paper session II: applications: A comparison of active classification methods for content-based image retrieval
Philippe H. Gosselin, Matthieu Cord
June 2004 **Proceedings of the 1st international workshop on Computer vision meets databases CVDB '04**
Publisher: ACM Press
Full text available: pdf(537.42 KB) Additional Information: full citation, abstract, references, citings

This paper deals with content-based image indexing and category retrieval in general databases. Statistical learning approaches have been recently introduced in CBIR. Labelled images are considered as training data in learning strategy based on classification process. We introduce an active learning strategy to select the most difficult images to classify with only few training data. Experimentations are carried out on the COREL database. We compare seven classification strategies to evaluate th ...

46 Technical session 13: managing images: Effective automatic image annotation via a coherent language model and active learning
Rong Jin, Joyce Y. Chai, Luo Si
October 2004 **Proceedings of the 12th annual ACM international conference on Multimedia**
Publisher: ACM Press
Full text available: pdf(164.12 KB) Additional Information: full citation, abstract, references, index terms

Image annotations allow users to access a large image database with textual queries. There have been several studies on automatic image annotation utilizing machine learning techniques, which automatically learn statistical models from annotated images and apply them to generate annotations for unseen images. One common problem shared by most previous learning approaches for automatic image annotation is that each annotated word is predicated for an image independently from other annotated wo ...

Keywords: expectation-maximization algorithm, image annotation, image retrieval, statistical models

47 Technical session 2: networked multimedia applications: An adaptive skin model and its application to objectionable image filtering

Qiang Zhu, Ching-Tung Wu, Kwang-Ting Cheng, Yi-Leh Wu

October 2004 **Proceedings of the 12th annual ACM international conference on Multimedia**

Publisher: ACM Press

Full text available: pdf(186.04 KB) Additional Information: full citation, abstract, references, index terms

We propose an adaptive skin-detection method, which allows modelling and detection of the true skin-color pixels with significantly higher accuracy and flexibility than previous methods. In principle, the proposed approach follows a two-step process. For a given image, we first perform a rough skin classification using a generic skin-model which defines the Skin-Similar space. The Skin-Similar space often contains many non-skin pixels due to the inevitable overlap in the color space between s ...

Keywords: SVM, expectation maximization, gaussian mixture model, objectionable image filtering, skin detection

48 Multimedia: Boosted decision trees for word recognition in handwritten document retrieval

Nicholas R. Howe, Toni M. Rath, R. Manmatha

August 2005 **Proceedings of the 28th annual international ACM SIGIR conference on Research and development in information retrieval SIGIR '05**

Publisher: ACM Press

Full text available: pdf(170.01 KB) Additional Information: full citation, abstract, references, index terms

Recognition and retrieval of historical handwritten material is an unsolved problem. We propose a novel approach to recognizing and retrieving handwritten manuscripts, based upon word image classification as a key step. Decision trees with normalized pixels as features form the basis of a highly accurate AdaBoost classifier, trained on a corpus of word images that have been resized and sampled at a pyramid of resolutions. To stem problems from the highly skewed distribution of class frequencies, ...

Keywords: adaboost, decision theory, handwriting retrieval, historical manuscripts

49 Classification: SVM binary classifier ensembles for image classification

King-Shy Goh, Edward Chang, Kwang-Ting Cheng

October 2001 **Proceedings of the tenth international conference on Information and knowledge management**

Publisher: ACM Press

Full text available: pdf(1.80 MB) Additional Information: full citation, abstract, references, citings, index terms

We study how the SVM-based binary classifiers can be effectively combined to tackle the multi-class image classification problem. We study several ensemble schemes, including OPC (one per class), PWC (pairwise coupling), and ECOC (error-correction output coding), that aim to achieve good error correction capability through redundancy. To enhance these ensemble schemes' accuracy, we propose methods that on the one hand boost the margins (i.e., confidence) of the SVM-based binary classifiers, and, ...

50 Active Learning to Recognize Multiple Types of Plankton

Tong Luo, Kurt Kramer, Dmitry B. Goldgof, Lawrence O. Hall, Scott Samson, Andrew Remsen, Thomas Hopkins

September 2005 **The Journal of Machine Learning Research**, Volume 6

Publisher: MIT Press

Full text available: pdf(216.98 KB) Additional Information: full citation, abstract

This paper presents an active learning method which reduces the labeling effort of domain experts in multi-class classification problems. Active learning is applied in conjunction with support vector machines to recognize underwater zooplankton from higher-resolution, new generation SIPPER II images. Most previous work on active learning with support vector machines only deals with two class problems. In this paper, we propose an active learning approach "breaking ties" for multi-class support v ...

51 Active Learning to Recognize Multiple Types of Plankton

Tong Luo, Kurt Kramer, Dmitry B. Goldgof, Lawrence O. Hall, Scott Samson, Andrew Remsen, Thomas Hopkins

April 2005 **The Journal of Machine Learning Research**, Volume 6

Publisher: MIT Press

Full text available: pdf(258.86 KB) Additional Information: full citation, abstract

This paper presents an active learning method which reduces the labeling effort of domain experts in multi-class classification problems. Active learning is applied in conjunction with support vector machines to recognize underwater zooplankton from higher-resolution, new generation SIPPER II images. Most previous work on active learning with support vector machines only deals with two class problems. In this paper, we propose an active learning approach "breaking ties" for multi-class support v ...

52 Generative modeling for continuous non-linearly embedded visual inference

Cristian Sminchisescu, Allan Jepson

July 2004 **Proceedings of the twenty-first international conference on Machine learning ICML '04**

Publisher: ACM Press

Full text available: pdf(600.99 KB) Additional Information: full citation, abstract, references

Many difficult visual perception problems, like 3D human motion estimation, can be formulated in terms of inference using complex generative models, defined over high-dimensional state spaces. Despite progress, optimizing such models is difficult because prior knowledge cannot be flexibly integrated in order to reshape an initially designed representation space. Nonlinearities, inherent sparsity of high-dimensional training sets, and lack of global continuity makes dimensionality reduction chall ...

53 Brave new topics 3: advanced methods for medical image retrieval & applications: MultiPRE: a novel framework with multiple parallel retrieval engines for content-based image retrieval

Wei Xiong, Bo Qiu, Qi Tian, Changsheng Xu, S. H. Ong, Kelvin Foong, Jean-Pierre Chevallet

November 2005 **Proceedings of the 13th annual ACM international conference on Multimedia MULTIMEDIA '05**

Publisher: ACM Press

Full text available: pdf(1.03 MB) Additional Information: full citation, abstract, references, index terms

We propose a novel framework for content-based image retrieval with multiple parallel retrieval engines (MultiPRE) to achieve higher retrieval performance. Visual features, including both low-level features, such as color, texture and region features, and middle-level structure features, such as blob representation of objects are used to capture geometrical and statistical characteristics of images. Both clustering analysis and discrimination analysis are used as similarity measures in multiple ...

Keywords: PCA, SVM, content-based image retrieval, framework, fusion, multilayer, parallel, retrieval engine, similarity

54 Synthetic aperture radar image formation with neural networks

Ted Frison, S. Walt McCandless, Robert Renze

May 1991 **Proceedings of the conference on Analysis of neural network applications**

Publisher: ACM Press

Full text available: pdf(1.39 MB) Additional Information: full citation, references, index terms

55 Active learning using pre-clustering

Hieu T. Nguyen, Arnold Smeulders

July 2004 **Proceedings of the twenty-first international conference on Machine learning ICML '04**

Publisher: ACM Press

Full text available: pdf(166.97 KB) Additional Information: full citation, abstract, references, citings

The paper is concerned with two-class active learning. While the common approach for collecting data in active learning is to select samples close to the classification boundary, better performance can be achieved by taking into account the prior data distribution. The main contribution of the paper is a formal framework that incorporates clustering into active learning. The algorithm first constructs a classifier on the set of the cluster representatives, and then propagates the classification ...

56 Skinning: EigenSkin: real time large deformation character skinning in hardware

Paul G. Kry, Doug L. James, Dinesh K. Pai

July 2002 **Proceedings of the 2002 ACM SIGGRAPH/Eurographics symposium on Computer animation**

Publisher: ACM Press

Full text available: pdf(5.22 MB) Additional Information: full citation, abstract, references, citings, index terms

We present a technique which allows subtle nonlinear quasi-static deformations of articulated characters to be compactly approximated by data-dependent eigenbases which are optimized for real time rendering on commodity graphics hardware. The method extends the common Skeletal-Subspace Deformation (SSD) technique to provide efficient approximations of the complex deformation behaviours exhibited in simulated, measured, and artist-drawn characters. Instead of storing displacements for key poses (...

Keywords: hardware rendering, pose-space deformation, principal component analysis, skeletal-subspace deformation

57 Learning I: An user preference information based kernel for SVM active learning in content-based image retrieval

Hua Xie, Antonio Ortega

October 2004 **Proceedings of the 6th ACM SIGMM international workshop on Multimedia information retrieval**

Publisher: ACM Press

Full text available: pdf(170.72 KB) Additional Information: full citation, abstract, references, index terms

Relevance feedback is a critical component for content-based retrieval systems. Effective learning algorithms are needed to accurately and quickly capture the user's query concept, under the daunting challenges of high dimensional data and small number of training samples. It has been shown that support vector machines (SVMs) can be used to conduct effective relevance feedback in content-based image retrieval. Most recent work along these lines has focused on how to customize SVM classificati ...

Keywords: kernel, probabilistic, relevance feedback, support vector machines

58 Core Vector Machines: Fast SVM Training on Very Large Data Sets

Ivor W. Tsang, James T. Kwok, Pak-Ming Cheung

September 2005 **The Journal of Machine Learning Research**, Volume 6

Publisher: MIT Press

Full text available: pdf(417.31 KB) Additional Information: full citation, abstract

Standard SVM training has $O(m^3)$ time and $O(m^2)$ space complexities, where m is the training set size. It is thus computationally infeasible on very large data sets. By observing

that practical SVM implementations only *approximate* the optimal solution by an iterative strategy, we scale up kernel methods by exploiting such "approximateness" in this paper. We first show that many kernel methods can be equivalently formulated as minimum ...

59 Image retrieval, users and usability: A search engine for historical manuscript images

Toni M. Rath, R. Manmatha, Victor Lavrenko

July 2004 **Proceedings of the 27th annual international ACM SIGIR conference on Research and development in information retrieval SIGIR '04**

Publisher: ACM Press

Full text available: pdf(346.95 KB) Additional Information: full citation, abstract, references, index terms

Many museum and library archives are digitizing their large collections of handwritten historical manuscripts to enable public access to them. These collections are only available in image formats and require expensive manual annotation work for access to them. Current handwriting recognizers have word error rates in excess of 50% and therefore cannot be used for such material. We describe two statistical models for retrieval in large collections of handwritten manuscripts given a text query. Bo ...

Keywords: handwriting retrieval, historical manuscripts, relevance models

60 Core Vector Machines: Fast SVM Training on Very Large Data Sets

Ivor W. Tsang, James T. Kwok, Pak-Ming Cheung

April 2005 **The Journal of Machine Learning Research**, Volume 6

Publisher: MIT Press

Full text available: pdf(468.46 KB) Additional Information: full citation, abstract

Standard SVM training has $O(m^3)$ time and $O(m^2)$ space complexities, where m is the training set size. It is thus computationally infeasible on very large data sets. By observing that practical SVM implementations only *approximate* the optimal solution by an iterative strategy, we scale up kernel methods by exploiting such "approximateness" in this paper. We first show that many kernel methods can be equivalently formulated as minimum ...

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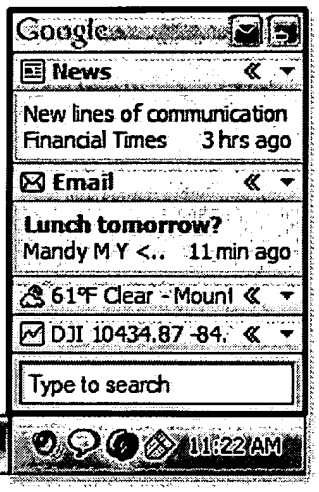
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